

SYSTEM AND METHOD FOR GENERATING USER INPUTS FOR A VIDEO GAME

TECHNICAL FIELD

[0001] The present disclosure relates to a method and system for generating user inputs for a video game.

BACKGROUND

[0002] The “background” description provided herein is for the purpose of generally presenting the context of the disclosure. Work of the presently named inventors, to the extent it is described in this background section, as well as aspects of the description which may not otherwise qualify as prior art at the time of filing, are neither expressly or impliedly admitted as prior art against the present disclosure.

[0003] Currently, there exist a number of video game peripherals on the market. These range from e.g. head-mountable displays (HMDs), motion controllers, handheld games controllers (e.g. the DualShock™ 4), steering wheels, gun peripherals, balance boards, etc. Whilst peripherals such as these can enrich a player’s video game experience, the technical complexity (and therefore cost) associated with such devices can often act as a barrier to entry in terms of players accessing such equipment. Most video game consoles come with at least one controller and for some players, this may be the only controller in their possession. As will be appreciated, a limited number of peripherals may limit a player’s ability to access all of a video game’s features (e.g. multiplayer, VR, etc.). Even if a player is in possession of multiple peripherals, each of these may need to be charged regularly in order to be usable.

[0004] Most video games allow players to provide player inputs by one or more of: pressing physical buttons on a games controller, performing motion with a motion controller, or making gestures with their limbs. For motion controllers, these typically include either light sources or motion sensors (such as e.g. gyroscopes, accelerometers) which enable the position of the motion controller to be tracked during playing of the video game. The PS Move™ controller is an example of a motion controller, which includes a light source at its upper end for tracking by a video camera. As will be appreciated, motion controllers such as these may not be accessible to all, or usable at all times.

[0005] It would be desirable if a user could use an inexpensive, simple and non-electronic device as a video game peripheral. The present disclosure seeks to address or at least alleviate some of the above-identified problems.

SUMMARY

[0006] The present disclosure is defined by the appended claims.

BRIEF DESCRIPTION OF THE DRAWINGS

[0007] To assist understanding of the present disclosure and to show how embodiments may be put into effect, reference is made by way of example to the accompanying drawings in which:

[0008] FIG. 1 shows schematically an example of a video game playing device;

[0009] FIG. 2 shows schematically an example of a system for generating video game inputs;

[0010] FIG. 3 shows schematically an example of a video image of a banana being used as a video games controller;

[0011] FIG. 4 shows schematically an example of a video image of two oranges being used as a video games controller;

[0012] FIG. 5 shows schematically an example of a video image of two oranges being used as a video games controller;

[0013] FIG. 6 shows schematically an example of a video image of two bananas being used as a video games controller;

[0014] FIG. 7 shows schematically an example of a system for generating an augmented reality image of a non-luminous passive controller;

[0015] FIG. 8 shows schematically an example of an augmented reality banana controller; and

[0016] FIG. 9 shows schematically an example of a method for generate video game inputs in accordance with the present disclosure.

DETAILED DESCRIPTION

[0017] A system and method are disclosed. In the following description, a number of specific details are presented in order to provide a thorough understanding of the embodiments of the present invention. It will be apparent, however, to a person skilled in the art that these specific details need not be employed to practice the present invention. Conversely, specific details known to the person skilled in the art are omitted for the purposes of clarity where appropriate.

[0018] FIG. 1 illustrates schematically an example of a video game playing device. FIG. 1 schematically illustrates the overall system architecture of a Sony® PlayStation 4® entertainment device. It will be appreciated that the device shown in FIG. 1 is just an illustrative example, and that in some embodiments, the entertainment device may include a next generation console, such as a Sony® PlayStation 5® device.

[0019] A system unit 10 is provided, with various peripheral devices connectable to the system unit.

[0020] The system unit 10 comprises an accelerated processing unit (APU) 20 being a single chip that in turn comprises a central processing unit (CPU) 20A and a graphics processing unit (GPU) 20B. 25 The APU 20 has access to a random access memory (RAM) unit 22. The APU 20 communicates with a bus 40, optionally via an I/O bridge 24, which may be a discrete component or part of the APU 20.

[0021] Connected to the bus 40 are data storage components such as a hard disk drive 37, and a Blu-ray® drive 36 operable to access data on compatible optical discs 36A. Additionally the RAM unit 22 may communicate with the bus 40.

[0022] Optionally also connected to the bus 40 is an auxiliary processor 38. The auxiliary processor 38 may be provided to run or support the operating system.

[0023] The system unit 10 communicates with peripheral devices as appropriate via an audio/visual input port 31, an Ethernet® port 32, a Bluetooth® wireless link 33, a Wi-Fi® wireless link 34, 5 or one or more universal serial bus (USB) ports 35. Audio and video may be output via an AV output 39, such as an HDMI port.

[0024] The peripheral devices may include a monoscopic or stereoscopic video camera 41 such as the PlayStation Eye®; wand-style videogame controllers 42 such as the